

Disney

FROZEN

THE OFFICIAL MAGAZINE



4
New Mini
Stories!

Disney FROZEN

THE OFFICIAL MAGAZINE



We are celebrating a very important event—the tenth anniversary of *Frozen*! It's a tale of two very different sisters finding their own purpose, rediscovering their love for each other, and meeting new friends along the way.

In this issue of ***Frozen, the Official Magazine***, you'll discover all the wonderful memories from *Frozen*. Turn the page to find your favourite moment!

Frozen 2-in-1 Card Games!

CUT OUT THE CARDS
ON PAGE 27 AND PLAY
SNAP OR PAIRS!



WELCOME

MEET your friends and **PLAY** with them to discover the theme of this issue.

2



READ

FOLLOW and **EXPERIENCE** exciting new adventures with Anna, Elsa, and their friends!

4 | 7 | 20 | 23



PLAY

Get focused and test your skills with fun **ACTIVITIES** and **PUZZLES** featuring your friends from *Frozen*.

10 | 14 | 18 | 26 | 28



CRAFT

Discover an original idea for creating a piece of **EASY-TO-MAKE** *Frozen*-inspired art.

12



DESIGN

Use your imagination to **DRAW** and **COLOR** pictures of your favorite characters.

19 | 30



Two Sisters, Two Destinies

Anna and Elsa thought their futures were planned out for them, but everything changed in an instant at Elsa's coronation. Things in Arendelle would never be the same again.

SPARKLING SNOWFLAKES

Throughout her Frozen journey, Elsa's confidence in her powers has grown, too.

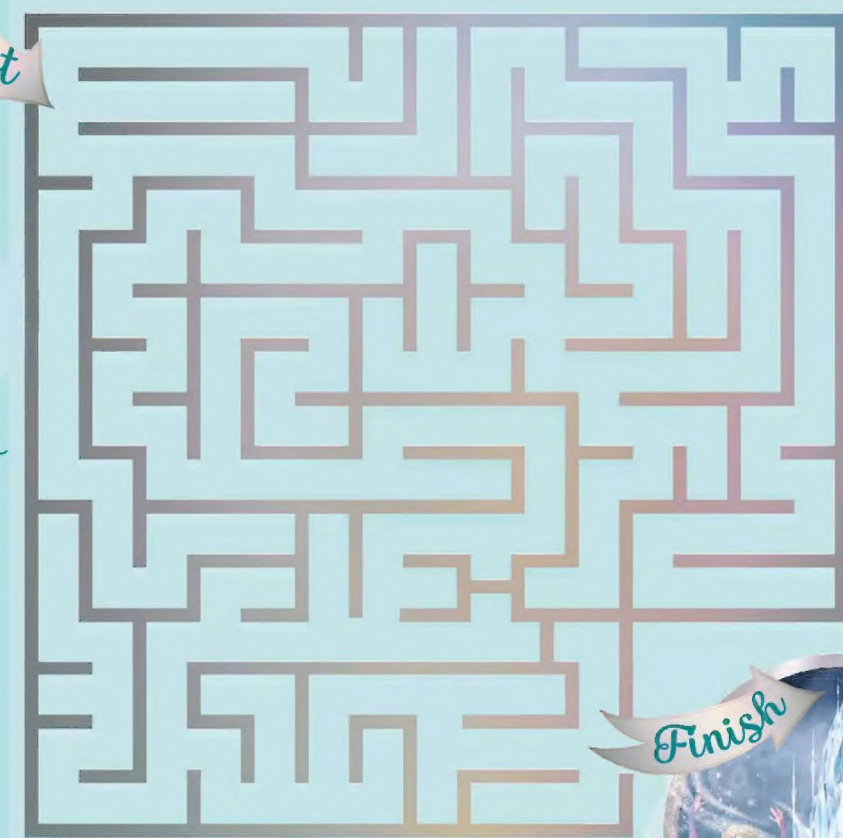
MATCH the snowflakes of the same size.



TO THE ICE PALACE

Anna knew she had to be the one to find Elsa and ask her to save Arendelle.

HELP Anna find her way to the ice palace through the maze. Be careful: it's a dangerous path!



Elsa's Ice Palace



THE GREATEST ADVENTURE

Anna and Elsa could never have imagined what lay in store for them. It became the adventure of a lifetime! **PLACE** these moments from *Frozen* in the correct story order.

The Sky's Awake



Long ago, when Elsa and Anna were little girls, they longed to see the **NORTHERN LIGHTS**. Everything they had heard about the lights intrigued them. “It’s the spirits of **OLD MARES DANCING IN THE SKY**, waving at everyone below,” said Anna one night. “Old **MAIDS**, not mares,” corrected Elsa. “Maids,” said Anna. “That’s what I said.”



That day, Anna concocted a **PLAN** to finally catch a glimpse of the **NORTHERN LIGHTS**, and night couldn’t come fast enough! At **MIDNIGHT**, the girls



CREPT OUT OF THEIR ROOM and headed to the **CHAPEL BELL TOWER**. It was the perfect location for **SKY WATCHING**, because it was the tallest place in the castle!



But there was one tiny problem: **ALDOR**. He **GUARDED** the bell tower all night long. He would pace in front of the tower door, back and forth and back and forth, without ever taking a single break!



So Elsa and Anna **PLANNED** to use that to their advantage. Anna found a good hiding place and began making scary **GHOST NOISES**. "WooooOOooOo," she howled in her best spooky voice.



Then Elsa did something even scarier: she used **HER MAGIC** to **BLOW OUT** all the tower **CANDLES**. Now the hallway was completely **DARK**! Meanwhile, Anna continued to make ghost noises to frighten Aldor. "WooooOOooOo!" The poor guard looked around and shivered. What was going on?



When Anna howled again, Aldor jumped up in terror. Then he quickly **LEFT HIS POST** and ran down the stairs, away from the tower. The girls grinned and opened the **TOWER DOOR**. Then they dashed up the long winding staircase, all the way up to the very **TOP**. They couldn't wait to see the **NIGHT SKY**!



When they looked up, they gasped: the sky was full of colors! “**THE SKY’S AWAKE**,” they said together. “I definitely don’t see any **MARES**,” whispered Anna. “**MAIDS!**” said Elsa. “Yes, maids. And I don’t see them, either,” Anna whispered. The girls laughed happily and enjoyed the view of the **NORTHERN LIGHTS** together.

The End



The Domojoj



It was a bright **SPRING DAY**—too beautiful to stay inside the castle. Olaf wanted to go out into the sunshine and have an **ADVENTURE**, but unfortunately everyone else was busy. “What should I do?” he wondered. Just then, a curious potted plant gave him the perfect idea. “I’m going to visit the **TROLLS**,” he called out.



As he left, he noticed a **FUNNY SQUIRREL** following him through the castle gates. Olaf thought it was a bit **STRANGE**, but he shook off the thought as he tried remembering the way to **TROLL VALLEY**.



When he came upon a **MOSSY ROCK**, he knelt next to it. “I have to say, your **MUSHROOMS** are coming along very nicely,” he said, hoping he had found a **TROLL**. But **HE GOT NO RESPONSE**.



Olaf sighed and looked around, trying to decide which way to go, when... suddenly, an enormous **BEAR** appeared out of nowhere! "Oh, aren't you **CUDDLY**?" he said with a smile. "I bet you want **SOME HONEY**. Let's go find some **BEES**!" But the bear didn't seem to like that idea, as it **ROARED** and began chasing Olaf.



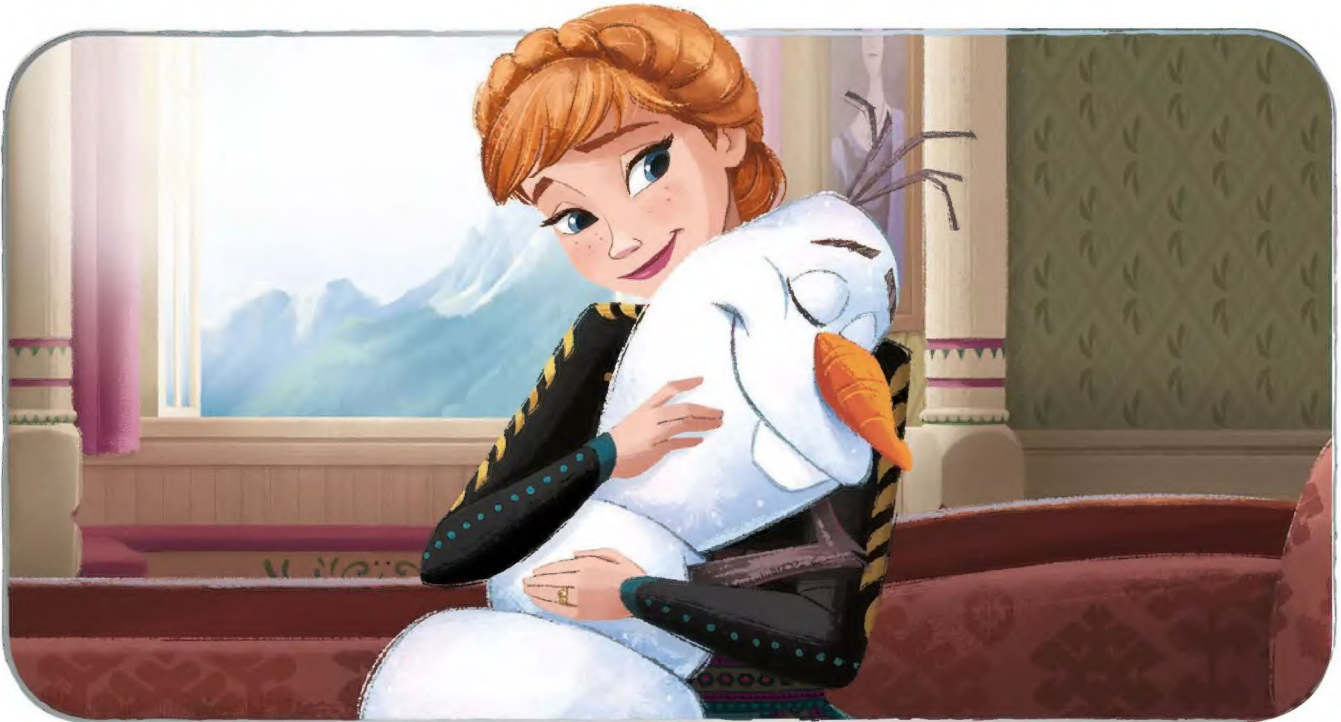
Olaf **RAN AS FAST AS HE COULD**, around trees and down curvy paths. When he spotted an **OLD HOUSE**, he darted inside and closed the door behind him. Then he looked around: **THE HOUSE WAS CREEPY!** When he tried to open the door, it wouldn't budge! "Uh-oh," he said, realizing that he was **TRAPPED**.



Olaf was starting to worry when he suddenly heard a **SCRATCHING NOISE**. Just then, the **SQUIRREL** darted past him. It **HOPPED UP TO A WINDOW** covered in boards and pushed one of them aside, revealing a small **OPENING**!



Olaf followed the squirrel and **RETURNED TO THE CASTLE**, where he told Anna all about his adventure. “Hmm,” said Anna. “What did this squirrel look like?” “Like a **TINY OLD** man with **LONG BROWN HAIR**,” answered Olaf. Anna gasped. “**DOMOVOJ!**”



“Domo-wha-huh?” said Olaf. “It’s a **SPRITE** that protects a **FAMILY** from danger,” Anna explained. “I used to leave milk and bread out for ours.” “Well, it lead me all the way home,” Olaf said. Then he gasped. “Wait. If the squirrel protected me, does that mean I’m part of your **FAMILY**?” “Of course you are, Olaf. Always and forever,” Anna said with a smile, giving the snowman a warm **HUG**.

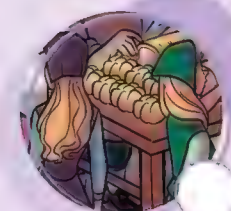
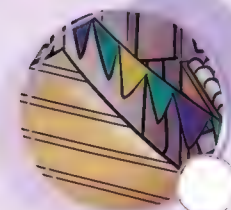
The End

Arendelle Is Alive

The castle gates are open once more, and the marketplace is full of people and amazing things to buy. There is a feeling of excitement everywhere in the kingdom.

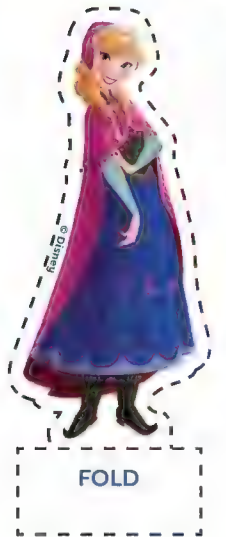
FRIENDLY FACES

Anna, Olaf, Sven, and Kristoff are all part of this lively scene. Can you **SPOT** them among the people? Keep your eyes peeled and **SPOT** the other details from the scene as well!



Sparkling Snow Globe

Celebrate the tenth anniversary of *Frozen* by making a glittering decoration for your bedroom.



You'll Need

- * JAM JAR AND LID
- * SILVER AND BLUE GLITTER
- * WATER
- * BABY OIL
- * LONG-HANDLED SPOON
- * SCISSORS
- * CARD STOCK
- * STICKY-BACK PLASTIC
- * SUPERGLUE OR ANOTHER WATERPROOF GLUE
- * RIBBON

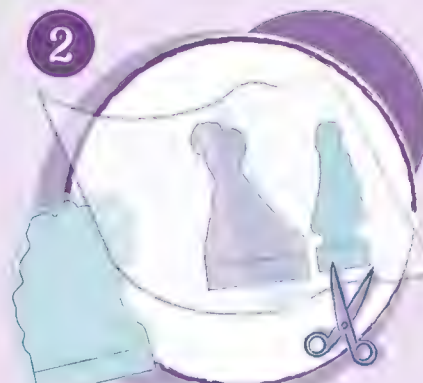
ASK AN ADULT TO HELP, AND CHECK OUT PAGE 14 BEFORE CUTTING!

1



PULL OUT page 13 and **STICK** it to some card stock. **CUT OUT** the characters.

2



PLACE a layer of sticky-back plastic on both sides of the cut-out characters so they are waterproof. **TRIM OFF** any excess.

5



FILL the jar with water, **LEAVING** some room at the top of the jar. **ADD** 1 or 2 tsp of baby oil to the water. Now **POUR** both colors of glitter into the jar. **MIX** everything together with a spoon.

6



SCREW on the lid and **TURN** the jar upside down so it is resting on the lid. Watch the glitter sparkle and swirl around your Frozen friends!

3



MEASURE out a length of ribbon long enough to wrap around the jar lid and to tie a bow. **CUT** the ribbon, then **GLUE** it in place around the lid. **FINISH** it by tying a bow.

4



FOLD the tabs under each character. Ask an adult to **ADD** superglue to the bottom of each tab and **STICK** the characters to the inside of the lid. **ARRANGE** them in a circle so they face outward. **LEAVE** them to dry.



Coronation Day

It's a special day for the kingdom of Arendelle as they crown their new queen. Elsa is trying to hide her worries about how to control her ice magic.



A GRAND ROOM

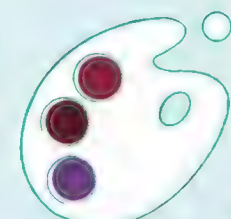
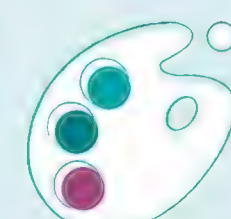
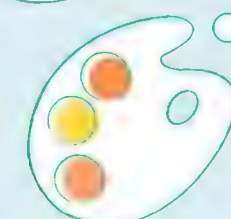
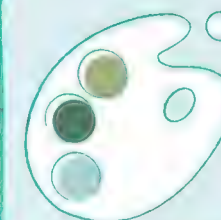
There are many details to look at in this room. **COUNT** the number of each item below and **WRITE** the answers in the circles.



COLOR CHOICE

The royal painter is creating a picture of the coronation.

DRAW LINES to match the color palettes he's going to use for each subject. Watch out for the intruder!



THE CROWN JEWELS

The orb and scepter are a symbolic part of the coronation. **CIRCLE** the odd one out in each row.





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FROZEN

*The Snow Queen
Is Home!*



Who's there?

The search for Elsa led Anna, Kristoff, and Olaf to the ice palace, where they had an unforgettable encounter with its fierce guardian, Marshmallow!

THE SNOW GIANT IS COMING

RUN as fast as you can! **SPOT 10** differences between these two pictures and **COLOR** a footprint when you find each one.



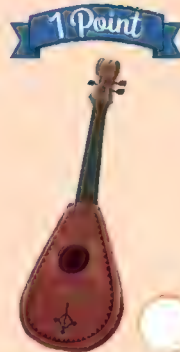


Movie Memories

Both Frozen movies are full of wonderful details. How well do you remember them? It's time to find out now!

MATCH-UP MYSTERY

LOOK at these objects and characters below. **WRITE** the initial of the character in the circle next to each object that belongs to them.



	+		+		+		+		+		+		+	
	+		+		+		+		+		+		=	

KEEP SCORE

Each object has points. **ADD** up all the points from your correct object matches and find out your score. **WRITE** your answer in the box.

Kristoff and His Lute



One evening, Kristoff was **PLAYING** his lute for Anna by the fireplace. “I don’t think you’ve ever told me where you got your **LUTE**,” she said. Kristoff smiled. “Oh, it’s a **GOOD STORY**,” he said, leaning back in his chair. “Everything happened **MANY YEARS AGO**.” Then he shared the tale with Anna, who couldn’t wait to hear more.



That **SUMMER** day, one of the **TROLLS** had told little Kristoff about a mysterious **WATERFALL**. “The weather was so hot Sven and I couldn’t wait to take a **DIP**,” Kristoff told Anna.



“Finally we reached the waterfall, so I plunged in with a giant **SPLASH**! Sven joined me, but suddenly we heard a squeaky voice: ‘Do you mind? You almost got water on my **VIOLIN**...’”



Kristoff turned to see a small **CREATURE** holding a musical instrument. “Were you under the waterfall this whole time?” he asked. **BEAUTIFUL MUSIC** emerged as the creature began to play, and something dawned on Kristoff. “Oh... you must be the **FOSSEGRIMMEN!** Grand Pabbie says your violin creates all the **SOUNDS OF NATURE!**”



“It’s me!” answered the creature. “Grand Pabbie said that if I ever meet you, I should give you an **APPLE**, and you’ll teach me how to play the **VIOLIN**,” Kristoff said, digging into



his sack. “This is everything I have,” he added, offering some bread to the Fossegrimm. The creature frowned. “Um, not bad. Now, let’s begin your **LESSON**.” “But I still don’t have a violin,” said Kristoff, puzzled.



“This is more your speed,” the Fossegrimmens said, tossing **A LUTE** to Kristoff. “Any brute can play a lute,” he added. Then he **TAUGHT KRISTOFF** how to hold the instrument, and the boy **STRUMMED** a clunky chord. “If you **PRACTICE** every day, this lute will improve your **LIFE**. But if you stop playing the song, you will be forever **CURSED**, and—”



“**WHAT?**” Anna shouted, interrupting Kristoff. “**FOREVER CURSED?**” asked Anna. Kristoff chuckled. “Yeah, just kidding,” he said. “I got my lute at **OAKEN’S**. But the Fossegrimmens story is good, right?” Anna couldn’t believe it: Kristoff was pretty good at playing the lute, but he was also a great **STORYTELLER!**

The End



The Missing Bookmark



One day, Anna, Olaf, Sven, and Kristoff met Elsa for a **PICNIC**. Olaf brought along some of his favorite **BOOKS**, and the friends spent the day eating and relaxing together. “Who’s up for a round of **HIDE-AND-SEEK?**” asked Anna. “Me!” shouted Olaf. Then he looked around for his favorite **LEAF BOOKMARK**, but he couldn’t find it.



Olaf kept searching, but he couldn’t find his bookmark anywhere. “Where in the world could it be?” Olaf asked with a sigh. “There’s only one **EXPLANATION**,” said Elsa.



She glanced at Anna, and the two said, “**HÚLDREFOLK.**” “Huldre-who-what?” asked Olaf, puzzled. “Húldrefolk! They’re **MAGICAL BEINGS** who find **LOST THINGS** and give them a **HOME**,” explained Elsa with a smile.



“That’s fascinating and just a little **SCARY**,” whispered Olaf. Anna sat down beside the snowman. “When we were little, if Elsa or I misplaced a toy, our **MOTHER** would tell us, ‘Some Húlder child must have needed it more than you did.’”

“What do they look like?” asked Olaf. “Well, they’re supposed to be very **CUTE**, with delicate **POINTED EARS** and—” “I know: your favorite part, the **TAIL**,” said Elsa with a chuckle. “A tail like Suen’s?” asked Olaf, curious.



Anna shrugged. “Nobody knows. I used to have the Húlrefolk page bookmarked in this big, thick **ENCYCLOPEDIA**, *Creatures of Myth and Legend*. It said that only Húlder women have tails.” “If Húlrefolk do have my favorite bookmark, how can I get it back?” Olaf asked, worried. Anna and Elsa shrugged.



The snowman slumped over, saddened. Sorry for her friend, Anna picked up Olaf's book, **FLIPPED THROUGH THE PAGES**, and... gasped and held up his **LEAF BOOKMARK!** "It was **STUCK** between some of the pages!" "Oh, bookmark," said Olaf, holding it in his twig hands, "**I MISSED YOU!**"



Olaf gave the bookmark a **BIG WARM HUG** before putting it back into his book. Then he looked toward the woods and shouted, "Thank you for **RETURNING** my bookmark, Húldrefolk!" But... suddenly he jumped up and leaned toward Anna. "I think I just saw **A TAIL**," he whispered, surprised.

The End



Frozen Card Games



Play two fun card games with this *Frozen* card set. Choose between snap or pairs and play with a friend or family member. Can you name all of these *Frozen* favorites?

HOW TO PLAY

PULL OUT the opposite page.
GLUE it to card stock, then
CUT OUT the cards. Decide
whether to play pairs or snap.

SNAP RULES

- 1 **DIVIDE** the cards between the players.
- 2 **TAKE TURNS** turning over a card and **PLACING** it faceup on a pile between you and the other player.
- 3 If your card matches the one on top of the pile, shout "**SNAP!**"
- 4 The first player to shout "Snap!" **KEEPS** the cards in the pile.
- 5 If the cards don't match, **KEEP** playing the cards.
- 6 The game ends when one player is left without any cards. The player who has all the cards **WINS!**

PAIRS RULES

- 1 **PLACE** all the cards facedown and **SPREAD** them out.
- 2 Take turns **TURNING OVER TWO CARDS** at a time. Don't move them from their location.
- 3 If the cards match, **KEEP** them.
- 4 If the cards do not match, **TURN** them back facedown in the same place.
- 5 The player with the most pairs **WINS!**

ASK AN ADULT FOR HELP! CHECK OUT
PAGE 28 BEFORE CUTTING OUT THE CARDS!



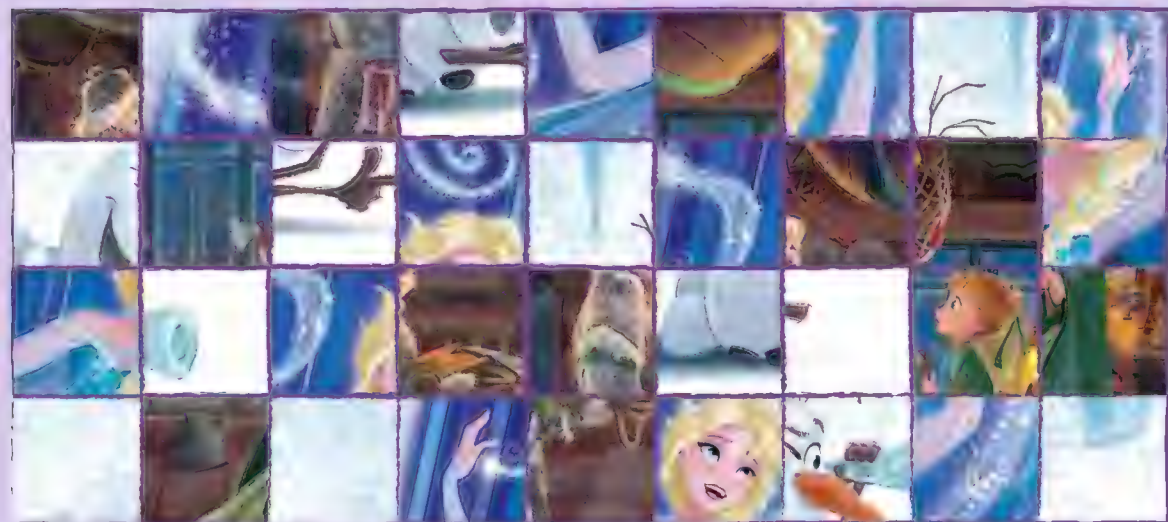


Elsa's Winter

After her coronation, Elsa covered Arendelle in deep snow using her ice magic. Now she is able to control her powers and use them for good.

INCREDIBLE MEMORIES

LOOK at these three exciting scenes from *Frozen*. Each scene has a colored dot in the corner. The grid below contains those three scenes all jumbled up. **COLOR** the dot in the corner of each square to show which scene it belongs to.



SNOWFLAKE PUZZLES

Get inspired by Elsa's ice magic and complete these snowflake puzzles. **FILL IN** the blanks to reach the value at the center of the snowflake.



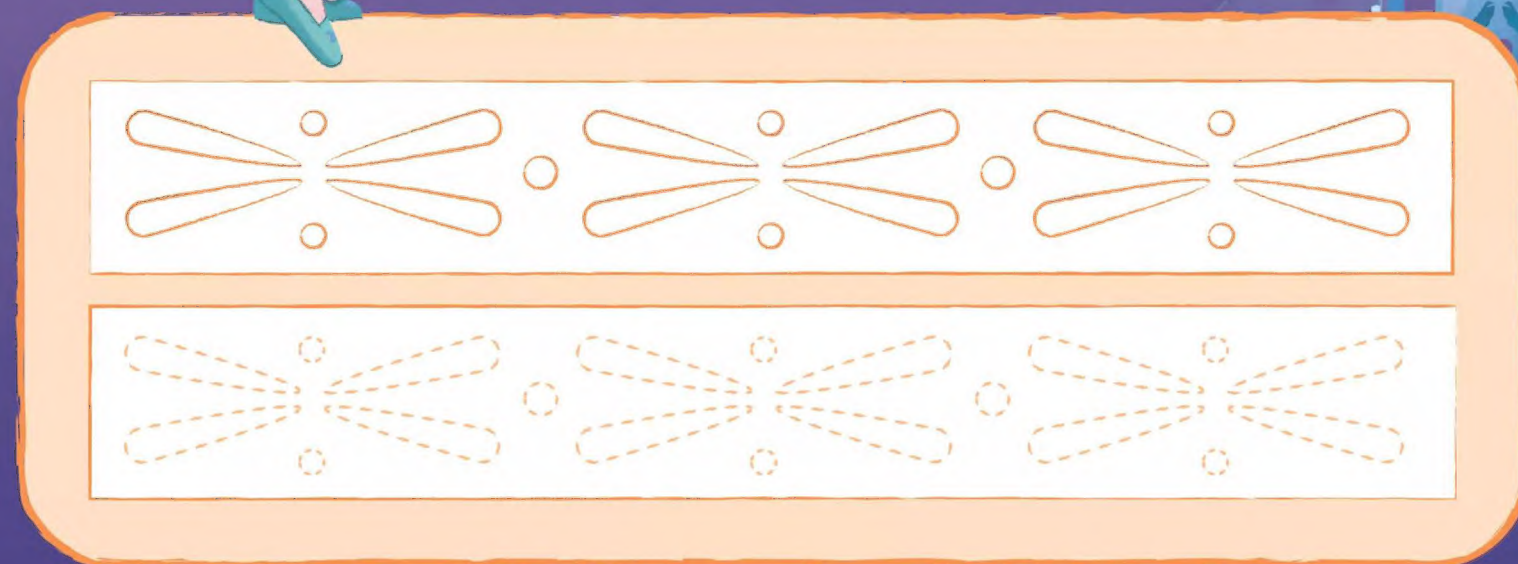
A Pile of Fun!

Little Anna and Elsa's games are filled with laughs, fun, and a touch of magic. Help them complete their cushion castle!



LET'S PLAY!

CUT OUT the elements on the inside back cover and **GLUE** them in the blank spaces. Then **COMPLETE** the cushion decoration below and **COLOR** it in.



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Solutions



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D



E



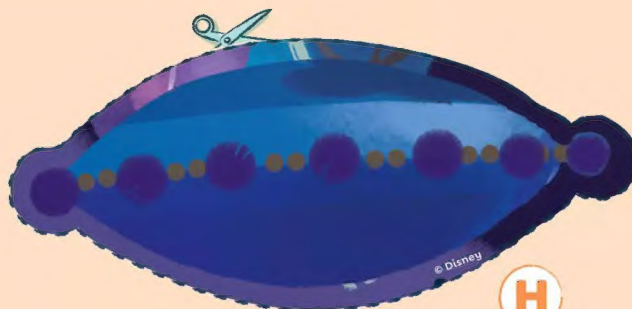
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